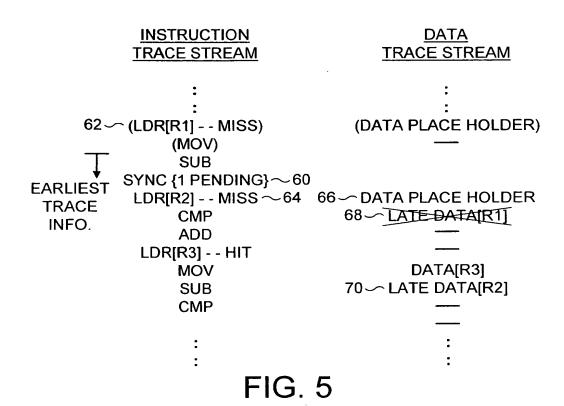
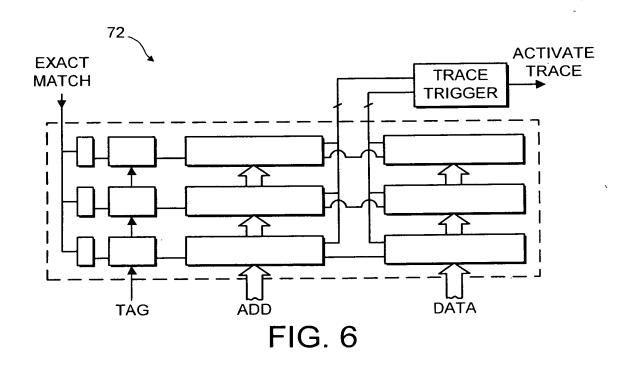


FIG. 2

INSTRUCTION TRACE STREAM	<u>DATA</u> <u>TRACE STREAM</u>			
:	:			
:	:			
30 ∽ LDR[R1] MISS	32 ~ DATA PLACE HOLDER TAG 1			
MOV				
CMP				
34 ∽ LDR[R2] HIT	36∽ DATA[R2]			
38 ∽ LDR[R3] MISS	40 DATA PLACE HOLDER TAG 2			
ADD				
MOV	42 ∽ LATE DATA TAG 2[R3]			
SUB	44 ∽ LATE DATA TAG 1[R1]			
:	:			
:	:			
FIG. 3				

INSTRUCTION TRACE STREAM	<u>DATA</u> <u>TRACE STREAM</u>
: : 46 ~ LDR[R1] MISS CMP ADD LDR[R2] HIT 50 ~ LDR[R3] MISS SUB MOV	: 48 ~ DATA PLACE HOLDER 0 PENDING — DATA[R2] 52 ~ DATA PLACE HOLDER 1 PENDING 54 ~ LATE DATA[R1]
56 ~ LDR[R4] MISS CMP MOV :	58 ~ DATA PLACE HOLDER 1 PENDING LATE DATA[R3] LATE DATA[R4] : : :





INSTRUCTION	<u>DATA</u>
TRACE STREAM	STREAM
2 — LDR[R1] MISS	:
74 CMP	:
MOV	-
:	76~ DATA[R1] — 1
:	:

FIG. 7

EXACT MATCH	ADD MATCH	DATA MATCH	TRACE ACTIVATION POINT
✓	✓	✓	1
✓	✓	×	NONE
×	✓	✓	2
X	✓	×	2

FIG. 8

5/7

